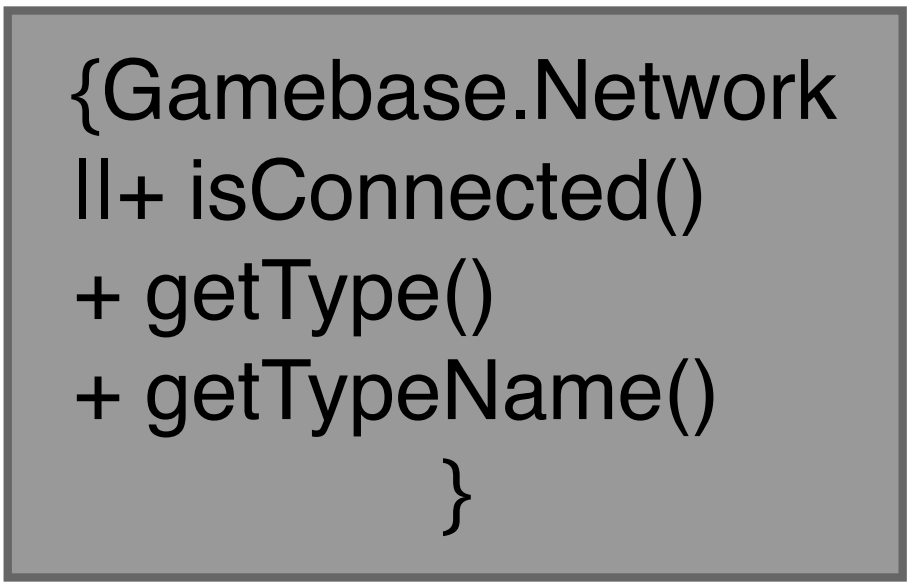

{Gamebase.Network
ll+ isConnected()
+ getType()
+ getTypeName()
}